

GETAWAY

- Factors that change as game progresses to make it more interesting and difficult

- cops get "smarter" (two ways: distance and gas stations) (hideout is sat)
- traffic lights appear (running a traffic light loses cash on hand)
- roadblocks appear (" " roadblock loses $\frac{1}{2}$ gas on hand + ^{get} rid of roadblock)
- \$ get worth more
- \diamond appears (diamonds) worth bunches (another won't appear till you get it)
- bonus cars for certain points levels (paroles granted) (three appear at once)
- game speeds up (you + the cops!)

when you get to the last set (magic wands) the first one makes the cops 100% smart & the last one cancels the spell (they're worth a lot)

after you get three, something new appears worth more

Game Features

- ? - 2 player mode (alternate turns)
- Demo mode (starts automatically after certain time) (so does ATTRACT)
- End Game Sequence (put behind bars, 3 time loser, etc.)



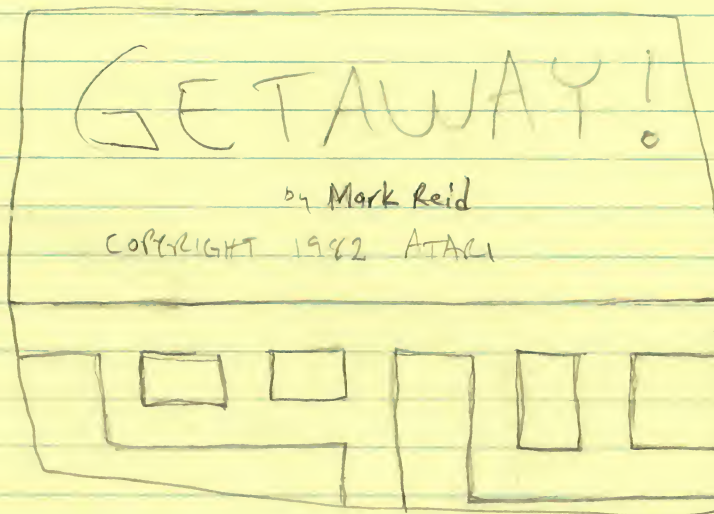
Extras

- Trucks move, airport lights blink (maybe cars, choppers, sailboats, etc.)
 - \$'s blink or something
 - \diamond 's ~~expand contract~~ do something (twinkle?)
- } by changing their char definition

- Car flashes when low on gas
- Run out of gas, you go half speed
- "R" key toggles RADAR (Missiles positioned on screen to show cop + car positions)
- Space bar toggles PAUSE

- VBI routine does all shadowing from scrolling + LMS pointers for car
- VBI " " does all sound effects from flags (separate flag to turn on each sound, VBI resets flag) (volume registers for the three sirens 0-7 volume) Flashes cop cars

RESET →
plus tune!
(turns off options)
↓



← Demo Mode

"Space Bar"

~~OPTION~~ → Freezes Action (Pause) press again to restart

"R" Key

~~SELECT~~ → Turns on Radar (missiles) press again to turn off

START →



At game end, use bottom line ↑ for messages, high score, etc. (alternate beam)

GETAWAY

- GR. 2 4x4 Scrolling Street Map with Streets, Banks, Hideout, Scenery

- You Drive Getaway Car

- Run over ~~money bags~~ to get \$ (the total # of cash & stash) (appear at random locations)
- Stop at Hideout to Stash \$ (\propto time) (Push ~~Hold~~ Down Button to Stop)
- Caught by Cops - Lose cash on hand
- Get Caught by Cops 3 times (3 time offenders) game is over (score = stash)
- ~~Get all the money bags to get new ones drawn~~

- Two Cop Cars Chase You (Their Speed \propto your stash)

- Sounds [Register]

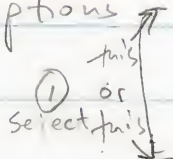
[0] - Run over money bag (cash register - chicking)

[0] - Getaway Car Engine Sound

[1] + [2] - Police Car Sirens (volume \propto 1/distance)

[0] - While Depositing at Hide Out (Ding, Ding, Ding)

- Difficulty - as your stash increases, the cops speed up and the number of \$ signs increases

- Options  have to get all the \$ signs and stash them (do lose them!) to get fresh supply

(2)

each time a \$ sign disappears it reappears elsewhere

GETAWAY - Game Progression

Game Starts : Smartness = 0%.

Have to collect cash + deposit stash.

Smartness increases with CASH.

After collecting enough STASH, prizes start appearing.

Nabbing the first prize in each group of

three causes big increase in smartness

(its still \propto to CASH also) and in the "roadblock rate."

Get all three prizes in the group, and the next group appears.

Nabbing the first prize in the last group of prizes causes 100% smartness.

$$\text{Smartness} = \left[\text{Current Prize Level (0-6)} \right] \times 32 + \left[\text{CASH (0-9999)} \right] \div 8$$

if > 255 then $= 255$

Play Screen

Blank 6
Blank 8
Blank 4

[illegible]

* insert "blank tw. lines"
instructions

	Level	Price	Value			Smartness Byte	(secs between) Roadblock wait
			Price	Van	\$		
Start at →	0	DOLLARS	—	10	1	0-255	∞
STASH ≤ \$100 advance to →	1	Diamond	100	20	2	31-255	20
Get all Level 1 Prizes →	2	Silver Cross	200	30	4	63-255	15
etc	3	Emerald Heart	300	40		95-255	10
	4	Golden Goblet	400			127-255	5
	5	Opal Ring	500			159-255	3
Get all Level 5 Prizes →	6	Magic Wand	1000			191-255	1

Level 6 prizes appear three at a time, but as soon as you get one, a new one appears somewhere at random. (Just like the \$'s do, except they appear 10 at a time)

Add messages for \$'s and prizes

Order When cops ^(or prizes?) are off edge of screen, their radar images hover at the screen's edge, in the direction of the cops.



Sound Effects (so.0)

- Title Tune - Dragnet Theme (dum da dum dum ... dum da dum dum dum...)
or Peter Gun
- Hitting \$'s - (chi-ching)
- Hitting Prizes - (Boiiiinggg)
- Hitting Hideout - (click, click, click...)
- Hitting Gas Station - (Ding, Ding, Ding...)
- Hitting Roadblock - (Crrrash!)
- Hitting Stoplight - (crunch!)
- Getting Caught - (Pow, Pow, Pow [shootout] ; then title tune)

Sound Effects (so.1-3)

- Police Sirens (volume & distance)

Sounds

- ① Hit Gas "ding"
- ② Hit Dollar "chi-ching"
- ③ Hit Hideout "plunk"
- ④ Hit Roadblock "crunch"
- ⑤ Hit Stoplight "whoops"
- ⑥ Hit 1st+2nd prize or van (normal) "bloip"
- ⑦ Hit 3rd prize "boodle loop"
- ⑧ ~~Hit Van (normal)~~
- ⑧ Hit Van (Advance) "change!"
- ⑨ Demo Mode "Dragnet"
- ⑩ Caught
- ⑪ End Game